StoryTelling Network IMPACTcommunity: 2D StoryTelling Rubric

CATEGORY	Exemplary	Acceptable	Needs Improvement
An Effective Character	Features a three-dimensional, charismatic character ❖ Communicates universal needs and connects with the intended audience. ❖ Progresses through the "hero's journey" to inspire self-reflection and action in the audience.	Features a character or multiple characters ❖ Features a character or characters that the intended audience relates to on some level.	 Lacks a central character Lacks characters that intended audience can relate to. Positions the organization or project as the character rather than a real person.
Plot Moves the Story Forward	 Features an action-oriented story ♣ Inspires the audience to take action based on the intent of the story. ♣ Follows the hero's journey with a rising action, climax, and denouement. 	Presents an incomplete plot ❖ Uses a beginning, middle And end-but isn't action oriented and/or doesn't follow a hero's journey through resolution.	Lacks a plot with a beginning, middle and end, but not necessarily in that order ❖ Lacks structure to communicate the purpose of the story. ❖ Leaves audience confused or unmoved to take the desired action.
Authenticity (voice)	Resonates with the audience ❖ Shares a perspective that the audience can connect with and relate to. ❖ Engages audience in a natural, truthful, and relevant way.	 Lacks resonance ◆ Uses formal or rigid language. ◆ Tells the audience how to feel rather than inspiring real emotions. 	 ♣ Uses jargon, feels forced, and doesn't relate to the audience.
Action-Oriented Emotions	 Engages the audience Compels the audience to feel real emotions. Persuades audience to change their minds or behaviors. Amuses, comforts, touches, sympathies, makes one sad, makes one dream, makes one laugh, makes one shiver, makes one weep, makes one think. 	Leaves the audience unmoved ❖ Tells the audience how to feel rather than inspiring real emotions. ❖ Leaves the audience uninspired to take action.	 Applies reason and logical thinking rather than engaging emotions in an effort to move audience to action. Engages the mind and misses connecting with the heart
A "Hook"	Creates an immediate and lasting connection with the audience Answers 7 questions: What are they like? What keeps them up at night? How can you solve their problem? What do you want them to do? How might they resist from adopting your message and carrying out the call to action? How can you best reach them? Why are they here?	Lacks an early connection with the audience ❖ Leaves the audience hanging and hopeful for more. ❖ Lacks an intentional moment to establish connection with the audience.	Lacks a reason to stay engaged with the story ❖ Leaves the audience with no sense of connection or interest.
Resonates with the audience	Gives audience a reason to stay engaged ❖ Provides guidance, confidence, insight, advice, training, [magical gifts] to overcome fears and enter into a new journey.	 ▶ Provides some sense of insight, but lacks sense of guidance or empowerment of the audience. 	Doesn't make the presentation about the audience ❖ Lacks clear message. ❖ Leaves the audience uninspired, confused, or unclear on the message.





